

Year Six Curriculum
Autumn Term: Power to the People

English – Core Texts

- Street Child (Berlie Doherty)
- Moth (Isabel Thomas)
- Town Is by the Sea (Joanne Schwartz)
- When Darwin Sailed the Sea (David Long)

English – Reading and Writing

- learn about a period in history through a novel study (Street Child)
- use role play and drama to explore characters and plot
- make inferences which are supported by evidence from a text
- write diary entries in role
- research information and make notes
- write newspaper reports
- write setting descriptions

English – Grammar, Punctuation and Spelling

- identify different word classes
- use adverbs and modal verbs to indicate degrees of possibility
- recognise and use expanded noun phrases
- understand the terms synonym and antonym
- use brackets, dashes and commas for parenthesis
- use relative clauses beginning with who, which, where, when, whose or that
- use commas to avoid ambiguity
- spell words with a range of prefixes and suffixes

Mathematics – Place Value, Addition, Subtraction, Multiplication, Division

- Read and write numbers to 10,000,000
- Powers of 10
- Number line to 10,000,000
- Compare and order any integers
- Round any integer
- Negative numbers
- Add and subtract integers
- Common factors and Common multiples
- Rules of divisibility
- Primes to 100
- Square and cube numbers
- Multiply up to a 4-digit number by a 2-digit number
- Solve problems with multiplication

Computing

- E-Safety: know how to use the Internet safely and responsibly
- Espresso Coding: understand how to use variables and formulae in code; use variables to store and calculate values; know how to make an app; use coding to fix mistakes in a variety of programmes
- Spreadsheets: enter data and formulas into a spreadsheet; use formulas to make calculations; sort and filter data in a spreadsheet

Science

Light:

- recognise that light travels in straight lines
- know how the eye uses light to see
- set up investigations to find out how light is reflected and refracted

Evolution:

- recognise that characteristics are passed from parents to offspring and that living things change over time
- identify how animals and plants are adapted to suit their environment
- understand that changes can be an advantage or a disadvantage

History (The Industrial Revolution and Victorian England)

- compare Britain before and after the Industrial Revolution
- know the effect of the Industrial Revolution on people's lives
- know the roles of children in Britain during the Industrial Revolution
- know about the life of Brunel and his contributions to the era
- identify significant changes in Britain during Queen Victoria's reign

Art (William Morris – Printing)

- know about the life and work of William Morris
- create a printing block using sketchbook ideas
- use a printing block to create a repeating pattern
- add layers of colour/print by adding detail to the printing block

D&T (Bridge Building)

- investigate different bridge structures
- explore ways of strengthening a structure
- measure, mark, cut and join materials accurately
- select appropriate materials, equipment, tools and techniques to complete a project
- evaluate work and explain the improvements which were made

R.E. (Humanism)

- What does it mean to be a Humanist?
- What difference does being a Humanist make to daily life?
- How do Humanists explain suffering in the world?
- Is being happy the greatest purpose in life?

PSHE (Being My Best)

- consider how healthy wellbeing and mental health can contribute to a person's aspirations and success.
- recognise that we will meet challenges on the way to achieving our goals
- understand and explain the outcomes of risk-taking in a given situation, including emotional risks

P.E

- Football: develop dribbling and passing techniques; apply basic strategic and technical principles for defence and attack; choose, combine and perform skills effectively in games
- Netball: develop passing and footwork techniques; apply basic strategic and technical principles for defence and attack; choose, combine and perform skills effectively in games

French

- phonetics letters 1-4
- revision of core vocabulary
- presenting myself through greetings and asking simple questions
- numbers 1-20